## Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE SMALL ENTITY OR **TOTAL CLAIMS** RATE FEE RATE FEE FOR **BASIC FEE** 385.00 BASIC FEE 770.00 NUMBER EXTRA NUMBER FILED OR TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9=X\$18≈ OR INDEPENDENT CLAIMS minus 3 =X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR \* If the difference in column 1 is less than zero, enter "0" in column 2 **TOTAL** TOTAL OR **CLAIMS AS AMENDED - PART II** OTHER THAN SMALL ENTITY OR **SMALL ENTITY** (Column 1) (Column 3) (Column 2) CLAIMS HIGHEST ADDI-ADDI-4 REMAINING NUMBER **PRESENT** TIONAL RATE TIONAL RATE AMENDMENT **AFTER PREVIOUSLY EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT, FEE ADDIT. FEE (Column 2) (Column 1) (Column 3) **CLAIMS** HIGHEST ADDI-ADDI- $\mathbf{\omega}$ REMAINING NUMBER **PRESENT RATE** TIONAL TIONAL RATE AMENDMENT **AFTER PREVIOUSLY EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X86= X43 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL ADDIT: FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-NUMBER REMAINING **PRESENT AMENDMENT PREVIOUSLY RATE** TIONAL RATE TIONAL **AFTER EXTRA AMENDMENT** PAID FOR FEE FEE **Total** Minus \*\* X\$ 9= X\$18= OR Independent Minus X43 =X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR \* If the ntry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL \*\* If the "High st Number Pr viously Paid For" IN THIS SPACE is less than 20, nter "20." OR ADDIT. FEE ADDIT. FEE \*\*\*If the "Highest Number Pr viously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.